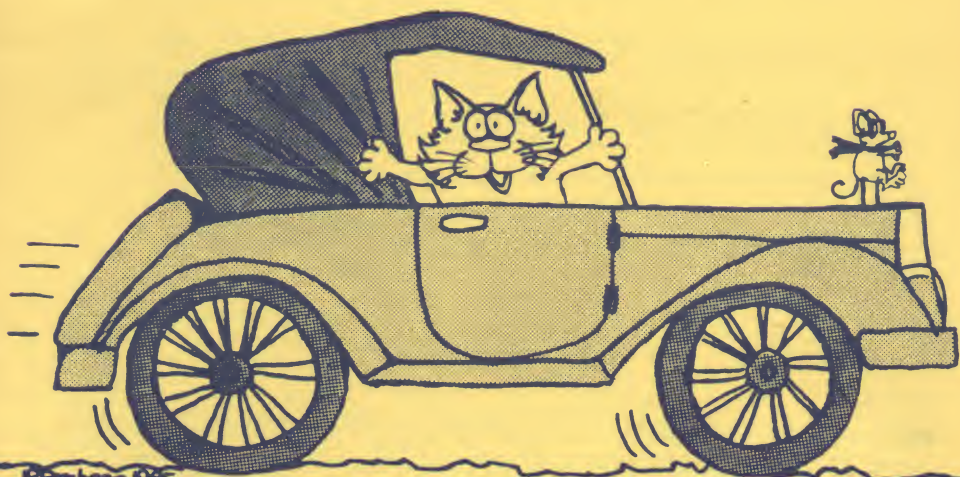


# The Trivia Construction Set

## TRIVIA MANIA

©1985

by Jan Iverson



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ATARI 48K

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The Trivia Construction Set  
**TRIVIA MANIA**

copyright 1985

by Jan Iverson

*Congratulations* on your purchase of Trivia Mania by Jan Iverson. This is one of the most unique computer trivia games you'll ever purchase. Not only do you have a game that is ready to play, but you also have the capability of creating your own trivia database. This means you can make up your own categories and questions. So...if you are a soap opera buff, a vampire enthusiast, or just someone with your own ideas for trivia questions, you'll have lots of fun with our package.

To run Trivia Mania you need the following equipment:

1. An Atari computer with at least 48K of memory.
2. Disk drive (hooked up to your Atari, of course...).
3. Joystick (optional)

You may also want to keep some blank diskettes around in case you decide to create your own trivia data diskettes.



## GETTING STARTED

YOU WILL FIND 2 DOUBLE SIDED DISKETTES IN OUR PACKAGE. For best protection of your program and data diskettes, place write protect tabs over both notches on each diskette. One of the diskettes contains the main program on one side and trivia data on the other side. The other diskette is a data diskette.

## BOOTING THE PROGRAM

Turn on your DISK DRIVE. Insert the program diskette. Turn on your computer. The program will automatically boot. (If you have BASIC built into your computer, hold the OPTION button down.)

The first screen you will see will be the main menu. There will be three choices for you to select. From this menu you may choose between the following three options:

1. Create/Editor
2. Trivia Game
3. Category Utility

Each one of these options will be explained more in depth in later sections of this documentation.

The first option we are going to focus on is playing the trivia game (option 2).

## THE GAME

Choose the option labeled Trivia Game. If everything is working normally you will get a message that the game is loading and then you will be asked to insert a data diskette and press START. If your computer does not have a START key, check to make sure you are using an Atari.

At this point you may insert either the data disk we have given you, or one that you created. After you have inserted the diskette, press START. You will then be asked if you wish the computer to display the correct answers for those that you mess up on. This choice is up to you. It is a "yes or no" question. You cannot say "maybe." If it causes you mental stress, get someone else to answer the question for you.

You may then select the number of players (between 1 and 4). Next, the Database Menu will appear. There will be six categories for you to choose from. Select one of the categories by pressing the corresponding number. After this, the game will start. The program will randomly select the questions and their associated answers from the trivia database on your data diskette.

You may choose either a Joystick or the Keyboard to play the game. If you choose a joystick, move the stick up or down to select the correct answer, and then press the firing button to make your choice final. To go on to the next question after you have answered the current question, move the stick in any direction.

If the keyboard was your choice, select answers to the questions by pressing the

number key corresponding to the answer you choose. Then press the Spacebar to continue.

You will also notice that you have a timer. It counts down from 500 to 0 (much more exciting than 10 to 0). The quicker you answer the Trivia Mania question, the higher your score will be.

If you selected to have the correct answer displayed, the game will show you the correct answer to each question if you are wrong. Otherwise, the computer will just go on to the next question. There are up to 100 questions per category.

#### WHEN TWO OR MORE PLAYERS ARE PLAYING

You can use the same joystick for all players. No unplugging is required. Just leave the joystick plugged into Joystick port #1.

At the bottom left of the screen is a display that tells the number of questions each player has for that session. The number of questions used is displayed at the bottom right of the screen. When the count at the right equals the count at the left, a message will be displayed telling the next player to get ready. When the message stops flashing, push the Joystick or press the Spacebar to start the session.



SCORES ARE DISPLAYED AT THE TOP OF THE SCREEN

When the session is over, or if you press the OPTION key, a message will be displayed to ask if you wish to play again. If you do want to play another game, press "Y" (for yes) and you will be taken back to the Database Menu to select another Trivia Database. If on the other hand you are going to miss your favorite TV show or just can't handle it any more, press "N". If you press "N", you will be asked to insert the program disk to take you back to the main menu.

## CREATING AND MODIFYING YOUR OWN DATA DISKS

We realize that many people would like to make up their own trivia categories and questions, so we included some utilities to do just that.

One of the first utilities you will probably use in creating your own trivia is the Category Utility.

## CATEGORY UTILITY

BEFORE YOU CREATE YOUR OWN TRIVIA DATABASE, format a diskette from DOS. Next, boot up the program so that you once again see the main menu screen. Choose Option 3, the Category Utility.

This utility will allow you to create your own categories. The only limitations are that category names can be no more than 20 characters in length and each diskette can only hold six categories.

Start by choosing Option 3 (Category Utility) from the Main Menu. You will then be prompted to insert a data disk and press START. (If you have forgotten to format your diskette prior to inserting it into the disk drive, then press <ESC> and the disk will be formatted. Be sure that it doesn't have anything of value on it (e.g. this game), because formatting will erase it.)

THE NEXT SCREEN you will see will have the heading "Create your own categories". You will also see 6 lines. At this point, enter the categories you want to have on your data diskette. Press <RETURN> after each entry to go to the next line.

If you suddenly change your mind about one of the entries, or your typing accuracy fails, don't panic. Press OPTION and you will be allowed to reenter the categories. Press START when you are completely satisfied with your categories, and they will then be written to disk.

After you have created your categories, you will get a prompt to insert your program disk and press START again. You will then be returned to the Main Menu where you can then go into the CREATE/EDITOR option which will now be described....

## **CREATING and EDITING**

FROM THE MAIN MENU, select Option 1 which is labeled CREATE/EDITOR. You will then be prompted to insert your data diskette. Make sure you have created categories on the diskette if it is a new data diskette.



The next screen you will see is the DATABASE MENU. This menu displays the six categories on the data diskette in the drive. If you were going to edit some questions on the TRIVIA MANIA diskette, you would see the following categories displayed on your screen:

1. General Trivia
2. Sports Trivia
3. Movies Trivia
4. TV Trivia
5. Commercials/Ad Trivia
6. Science Trivia

You will also see the various options available from this menu. To the right of the Database Heading, you will notice the message [ESC] = EXIT. While at the Database Menu, you can press <ESC> to go back to the main menu.

At the bottom of the screen are three options: Create, Update, and Index. To select from these three options, you only have to press the first letter of the option you desire.

## CREATE OPTION

TO CREATE MEANS JUST THAT. Use this option when you are beginning a brand new database. If you choose to create a database that already exists on that data diskette, the program will give you a message saying that there is already a database, and you will be returned back to the Database Menu to select

another option.

Let's suppose you had a new data diskette with 6 new categories and you wanted to put some questions into one of the categories which was named "Computers". You would first choose the number corresponding to that category from the Database Screen, and then press "C" for Create.

You will then see a screen for entering your trivia questions and answers. You will be allowed a 30 character question, four 20 character multiple choice answers, and a number corresponding with the correct answer.

#### EXAMPLE

```
QUEST:  Atari 400 based on which chip?  
Answer1:  Z80  
Answer2:  6502  
Answer3:  6509  
Answer4:  8080
```

```
Correct  No:  2
```

Follow the prompts on the screen for entering questions and answers. Remember to press <Return> after each entry.

At this point you will also notice three numbers at the top of the screen. The one at the left (Max=100) tells you the number of items allowed in the database. The number in the center keeps track of the number of entries you make. The number at the right tells you how many entries you have left. When the number used equals 100, the category is full.

When you are through with the session, hit the SELECT button and your data will be

written out to the disk. The program will then go to the RANDOM ACCESS INDEXING SCREEN where you will see your database indexed by sector and byte.

After the indexing is completed, you will be returned to the Database Menu.

## UPDATE OPTION

TO UPDATE presupposes that a database already exists for your selection. If you choose this option and there is not an existing database, the program will give you a message stating that no database exists for that option and it will return you to the Database Menu to select another option.

Use the Update option whenever you wish to Edit or Delete items from your trivia database. Simply select the number of the category you wish to work with and press "U" (for Update) to begin this operation.

The database will be loaded into memory and the counters at the top will be updated to tell you how many items you have in your database.

The bottom of the screen will be different from that of the Create Screen. You will now have the option of stepping forward or backward through the database. Use the "N" key to step forward and the "B" key to step backward. You may then edit or delete any of the items.

When you find the record you want, press the "E" to Edit the record (a record is a question with its associated answers). When you press "E", you will see new prompts appear at the bottom of the screen. You now



have the option of making changes to any of the lines in the record. We have listed the prompts and their descriptions below:

1. "Q" will allow changes to the question. Make the changes and press <Return>.
2. "1" will allow changes to the first answer. Make the changes and press <Return>.
3. "2" will allow changes to the second answer. Make the changes and press <Return>.
4. "3" will allow changes to the third answer. Make the changes and press <Return>.
5. "4" will allow changes to the fourth answer. Make the changes and press <Return>.
6. "C" will allow a change to the correct answer. Make the change and press <Return>.

When you finish changing all you wish, press "R" to return to the Edit mode.

You may press the "D" key to delete any item off the database. After pressing "D", the item will be marked with an "X" in the correct answer box, and the program will proceed to the next item.

If you change your mind later (while still in the same editing session), you can go backward (by pressing "B") and change the "X" to the correct number. "Delete" is not irreversible.

When the Updating is completed, the program looks to see if there is an "X" in the Correct answer field of each question. If there is, that record is skipped when writing the updated file to the disk.

Once again, you can use the counters at the top of the screen to keep track of the number of items used, or available for use. Deleting a record will add one to the number available for use.

WHEN YOU ARE FINISHED EDITING, hit SELECT, and the file will be written out to disk and indexed. You will then be returned to the Database Menu.

## ADDING RECORDS

If your database is only partially full, you may want to add records. This can be done by selecting the Category you wish to add questions to and then pressing the "A" key (from the Database menu). If the program detects that you already have the maximum number of 100 items for that category, the Adding option will be aborted and the program will write the file to disk and index it as though you had added to it.

Otherwise, if there is still room for adding, follow the same directions given for inputting items in the Create Option.

## **I N D E X I N G**

You are allowed to Index your existing databases with the Index Option. This option also assumes that there is a database in existence for the category of items you decide to index. If one does not exist, you will be returned back to the Database Menu to select another option.

To begin the indexing process, select the category you wish to index, and press "I" (from the Database Menu). You will be sent to the RANDOM ACCESS INDEXING SCREEN. You may then watch as your file is indexed by sector and byte. After it is finished, you will be sent back to the Database Menu.

Remember that if you press <ESC>, you will be requested to insert the program diskette to take you back to the Main Menu.

We at XLENT Software encourage you to recommend this game to your friends who also have Ataris. Feel free to swap data diskettes. However, we ask that you be considerate and refrain from also distributing illegal copies of this program.



## ACKNOWLEDGEMENTS

TRIVIA MANIA is distributed with the BASIC XL runtime package. The runtime package is copyrighted by Optimized Systems Software, San Jose, CA.

Many thanks to Jennifer B. Brabson for her dandy artwork.

Atari is the trademark of Atari, Inc.

## REPLACEMENT POLICY

The original diskettes in this package are guaranteed against defects due to faulty materials or workmanship for ninety (90) days from the date of purchase. If you are having problems, please return the disk to us and we will replace it.

*Need a Backup?* If you would like to have a backup of your program disk, please send five (5) dollars and the serial number of your program (located on the label).

*Problems?* If you do have problems, and we hope you don't, please send us an explanation of when it occurred. Please include information about your system along with the version and serial number of your program disk.

We welcome any written comments or suggestions that will help us provide you with the software you want. Send them to:

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*Presenting...*  
The XLent Staff



(not pictured: Jennifer Brabson)